

What is Save Message and how does it work with Stories and Scripts?

Save Message is a button action that can be assigned to a new button. It is already included on the **News** and **Stories & Scripts** pages within the WordPower vocabulary files. Through the use of a Save Message button you can store messages from your Speech Display Bar to a button.

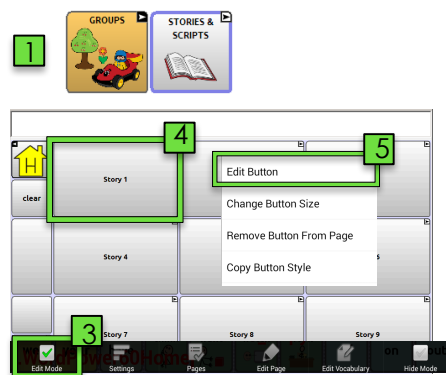
Why might I want to use the Save Message button with Stories and Scripts?

There are many potential uses depending on your client. For example, you may wish to store client's writing, help build and recall stories, save beginning scribbling or writing, or create social scripts.

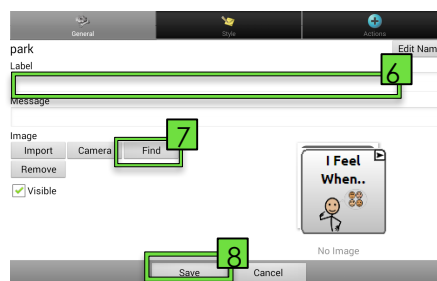
How does the communication partner setup the story/script so it is ready to use?

The first step is deciding how you will use the story/script. In this example, let's say you want your client to read the story "I Feel When." You want to help him/her build each sentence, save each sentence to a button, and then retell the story to his/her family. This story is available on the Implementation section of www.saltillo.com as a free download. In order to have a place on the device to save the sentences, you will need to change one of the "Story" buttons on the Stories/Scripts page to say "I Feel When."

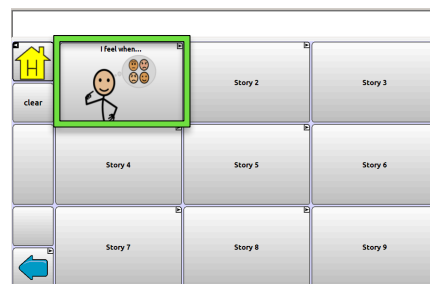
1. Navigate to **GROUPS > STORIES & SCRIPTS** (may be called STORY TEMPLATES in older vocabularies).
2. Select the **Menu** button on the tablet. It is on the side or bottom of the screen. It varies by tablet (not pictured).
3. Select **Edit Mode**. Tap the screen to retract the menu bar.
4. Press and hold on the Story you want to change (e.g., Story 1).
5. Select **Edit Button** on the popup menu.



6. Enter a name for the story (e.g., I Feel When) in the **label** textbox.
7. If you want to add a picture to the button, you can take one with the camera or search for one from the symbol library by selecting **find**. In this example search for "Feel."
8. When you are finished, select **Save**.



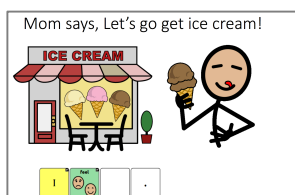
9. Select **Menu** and uncheck **Edit Mode**. You are now ready to read the story and save the messages to a button! See page 2 for continued instructions.



How does the person using the device use the Save Message button on a story/script?

The level of assistance or instruction required will vary by the client's abilities and skills. This will cover the general process of how to generate a message and then save it to a button on the selected story on the **Stories & Scripts** page.

For this example, we are using the story "I Feel When" with WordPower 42 Basic. This is a simple story using the repetitive sentence starter "I feel + emotion." Each page sets up a scenario and the student can use the manipulatives to indicate how that would make him/her feel. You can then help him/her construct the sentence using his/her device. Once the sentence is constructed, you can help the student navigate to the **Stories & Scripts** page and save the sentence to a button on the "I Feel When" page.

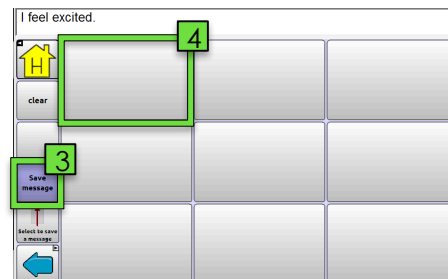


"I feel When" story is available as a **FREE** download under "Books" on the implementation section at www.salttillo.com.

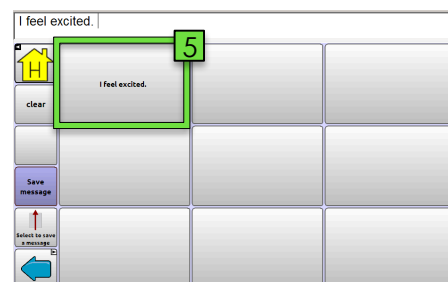
1. Help the student construct the first sentence of the book using his/her device (e.g., **I feel excited.**)
2. Next, help the student navigate to **GROUPS** and **STORIES & SCRIPTS** and select the **STORY** you set up in the previous step (e.g., I Feel When).



3. Select the **Save Message** button. You will get a pop up asking if you are sure you want to save your message to the next button selected. Select **Yes** on the pop up.
4. Select the **blank button** where you wish to have the message stored. If this is the first sentence of the story, you would probably want it to go in the top left corner.



5. The **message** from the speech display bar will be added to the selected button.
6. Repeat the above steps to add more sentences!



A video tutorial about how to use Stories & Scripts is available under the Trainina tab at salttillo.com.